

Amendments to Specification:

Please amend the abstract as follows:

A method of providing all players on a linked network to receive a bonus opportunity based on one player hitting the primary jackpot. All players in an active game, (i.e., the reel spinning mode has been activated by the player bet, and the reels have not yet stopped) receive a bonus opportunity when the primary jackpot is hit. ~~This bonus can be in many different forms. Examples of bonuses are of "scratch tickets" to players that would distribute varying amounts, or a secondary jackpot bonus of a fixed amount or an amount in proportion to the main jackpot; randomly assigned bonuses, an immediately available mini-jackpot for less than jackpot hands, and a period of time of increased pay amounts or an amount of mini-jackpot that is exhausted by players who are playing the game at the time of the jackpot.~~ An alternative bonus incorporates ~~would incorporate~~ a specific time span after the primary jackpot is hit where ~~in which~~ all players ~~on the network will~~ have the chance for a bonus payoff or prize, without having to achieve the extremely high rank of the jackpot award.

Please amend the paragraph beginning on line 14 of page 8 as follows:

An underlying game is played that provides a jackpot or progressive jackpot. The basic play of the underlying game is preferably unaltered. When one player wins the jackpot or bonus jackpot, it is preferred that the winning player is excluded from the special bonus play or mini-jackpot play event that then occurs. A special bonus event or mini-jackpot event is then entered. With a networked slot gaming system, there are many alternative bonus ~~bonusing~~ systems that can be provided. These special bonus ~~bonusing~~ systems may include at least one or more of the following components:

Please amend the paragraph beginning on line 24 of page 10 as follows:

After the central computer has been notified that the Jackpot or Progressive Jackpot has been won, preferably with an accompanying signal or alert to every machine already in operation that the mini-jackpot even will begin, the central computer will initiate the bonus event. What can be done is that a mini-jackpot amount is identified (e.g., \$100,000, \$75,00, \$50,000, an

amount that is a percentage of the original jackpot amount, preferably without detracting from that jackpot amount) and the highest ranking hand within a specific time period after the mini-jackpot event begins wins the mini-jackpot. Awards may be given for a number of hands (the first three highest hands; the first ten highest hands; or the first 100 highest hands, for example), with ties being given a pro rata share of the mini-jackpot. For example, the mini-jackpot may be \$25,000 highest hand, \$10,000 second highest hand, \$2,000 third highest hand, and \$500 for each of the fourth through 100th highest hands achieved within one-half hour after the Progressive Jackpot has been won. If the hands achieved during that time period included a) Four Queens, b) two hands of 10's full over a pair of sixes, and hands descending from sevens full, the four Queens would ~~b~~ be awarded \$25,000, the 10's full would each get \$6,000 (\$10,000 plus \$2,000 divided by two), and each of the next highest hands would get \$500.

Please amend the paragraph beginning on line 11 of page 19 as follows:

FIG. 10 shows machines 404, 406 and 408 awarding lotto tickets (e.g., lottery tickets, keno tickets, Lotto™ tickets, or other possible winning tickets, including those on sports events, pari-mutuel pools, horse races, dog races, and the like) to random players or all players when a jackpot has been won on machine 402. These tickets may be played through the respective machines, or may have to be validated for winning events at a cashier or sports book window, ~~or~~ to her their facility. If keno tickets, for example, the tickets may be automatically validated on the machine according to a present or past game, or the machine may print a ticket or hold an electronic ticket (assigned to the specific player's account) for a later event. The player can be notified if the ticket later becomes a winner by tracking the player's card. The winning numbers of the player's awarded numbers may be displayed in typical keno-type fashion, one-at-a-time, or the entire number display may be shown on the screen in a single video event.

Please amend the paragraph beginning on line 22 of page 19 as follows:

FIG. 11 shows the random award of scratch tickets, either electronically or physically by distribution from the machines 402, 404, 406 and 408. The amount of winnings for the electronic scratch tickets ~~awarded~~ awarded may be displayed immediately or with some dramatic hesitation.

as shown in award notices 460, 462 and 464. It is also possible that the random awards may also include the potential for the jackpot winning machine 402 to receive bonus awards, rather than only non-jackpot winning qualifying players. Basis for qualifying, as noted previously, can be on any selected basis, including, but not limited to continuing play on the linked machine, continuing maximum play on the linked machine, a win at the same time (preceding or following the jackpot win) as the jackpot win, length of time on the machine, a rated player with card in the machine, and the like.

Please amend the paragraph beginning on line 3 of page 20 as follows:

FIG. 12 is a flow chart that depicts one non-limiting method of play according to the present invention. Box 702 indicates that the system determines that a progressive jackpot win (or fixed jackpot win, such as a fixed \$25,000.00) has been won in the linked machines. Box 702 indicates that the system determines the ~~this~~ players on the linked machines (network) that are eligible to participate in the bonus event. The various types of qualifying methods or tests have been described above. Box 706 indicates that the system then ~~them~~ makes the bonus opportunity theoretically possible for every qualified player. The bonus is only theoretically possible because the selection of awards is random and there may be a fixed number of awards available, and that fixed number may be less than the total of all players linked on the system or qualified for the bonus. The number of awards available may be a fixed number, a number that is a whole integer based on a percentage of the total number of linked and/or qualified players, a number based on the total time (machine hours) played since the last jackpot was won, or any other convenient basis. For example, if the number based on the percentage of players playing is used, the format could be 40% of qualified players on the system when the jackpot is won. If there were 867 qualified players on the system, then 0.40×867 or 346.8 (rounded up or down to 347 or 346) players would receive bonus awards. The percentage may be anywhere from 1 to 100%, and the percentage could float along with the number of qualified players. Awards could also be randomly assigned to players so that a large bonus award was or was not given when there were few qualified players. For example, if there were 100 fixed awards, and there were only 70 players qualified on the system, then a maximum of 70 awards might be given out (randomly of course), but with the bonus awards excluding a major award (such as the \$75,000.00 bonus).

This can be done by an algorithm that determines a percentage of the fixed available prizes may be awarded based on system utilization. For example: